INSIGHT TECHFEST

IEDC TKMIT

DAY 1-(10/02/2025)

INAUGURAL CEREMONY

The inaugural ceremony of Insight ‘25, the flagship event of IEDC TKMIT, took place on 10th February 2025 at the College Auditorium, marking the beginning of an inspiring and transformative journey for students, faculty, and distinguished guests. The event commenced with a silent prayer, setting a tone of solemnity and reflection before progressing into a program filled with insightful addresses and engaging discussions.

Miss. Safiya Shanavas, CEO of IEDC TKMIT, extended a warm welcome to all attendees, emphasizing the role of Insight ‘25 in fostering innovation, creativity, and entrepreneurship among students. She encouraged participants to embrace emerging technologies and cultivate a problem-solving mindset that aligns with the vision of IEDC TKMIT. Following this, Dr. Gouri Mohan L, Principal of TKMIT, delivered the presidential address, reinforcing the institution’s commitment to academic excellence, technological advancements, and student empowerment. His words underscored the importance of interdisciplinary learning and collaboration, inspiring students to push their boundaries and explore new avenues in research and entrepreneurship.

The highlight of the event was the inaugural address delivered by Mr. Dilin Dineshan, a renowned content creator and gaming influencer. His speech captivated the audience as he shared his journey in the gaming and content creation industry, shedding light on the transformative power of digital platforms. By illustrating how technology has reshaped the way individuals connect, learn, and innovate, he inspired students to explore unconventional career paths, harness digital tools for creative expression, and make their mark in the ever-evolving digital world.

As the ceremony progressed, esteemed faculty members were honored for their outstanding contributions to academia and student development. Dr. Sooraj T R, Vice Principal of TKMIT, was acknowledged for his leadership in fostering academic growth, while Prof. Razeek A, Dean of Student Affairs, was recognized for his exceptional mentorship in shaping future engineers.

Mr. Praveen K C, Head of Industry Connect, received appreciation for his efforts in bridging the gap between academia and industry, and Mrs. Revathy N, former Nodal Officer and Assistant Professor in the Department of Computer Science and Engineering, was commended for her invaluable contributions to student-led innovation and research.

Concluding the ceremony, Mr. Sanooj P, Nodal Officer and Assistant Professor of the Department of Computer Science and Engineering, delivered a heartfelt vote of thanks. He expressed gratitude to the distinguished guests, faculty members, students, and organizers who worked tirelessly to make the event a grand success. Acknowledging the collaborative efforts behind the event's execution, he emphasized the significance of Insight '25 in shaping a future enriched with technological and entrepreneurial excellence.

With the inaugural ceremony laying a strong foundation, the first day of Insight '25 unfolded with a series of exciting technical and entrepreneurial events designed to inspire and challenge participants. The day officially began with the grand inauguration by Eagle Gaming at 9:30 AM, a moment that generated immense excitement among attendees. As a leading gaming brand, Eagle Gaming's presence amplified the enthusiasm of participants, underscoring the growing influence of eSports and digital gaming in today's tech-driven world.

One of the most anticipated attractions of the day was the Auto Show, a spectacular exhibition of high-performance and modified vehicles that left automobile enthusiasts in awe. The event showcased an impressive lineup of luxury cars, custom-built motorcycles, and cutting-edge automotive technology, offering attendees a firsthand experience of engineering marvels. The show not only highlighted advancements in automobile innovation but also provided a valuable platform for students passionate about mechanical engineering and automotive design to interact with industry professionals.

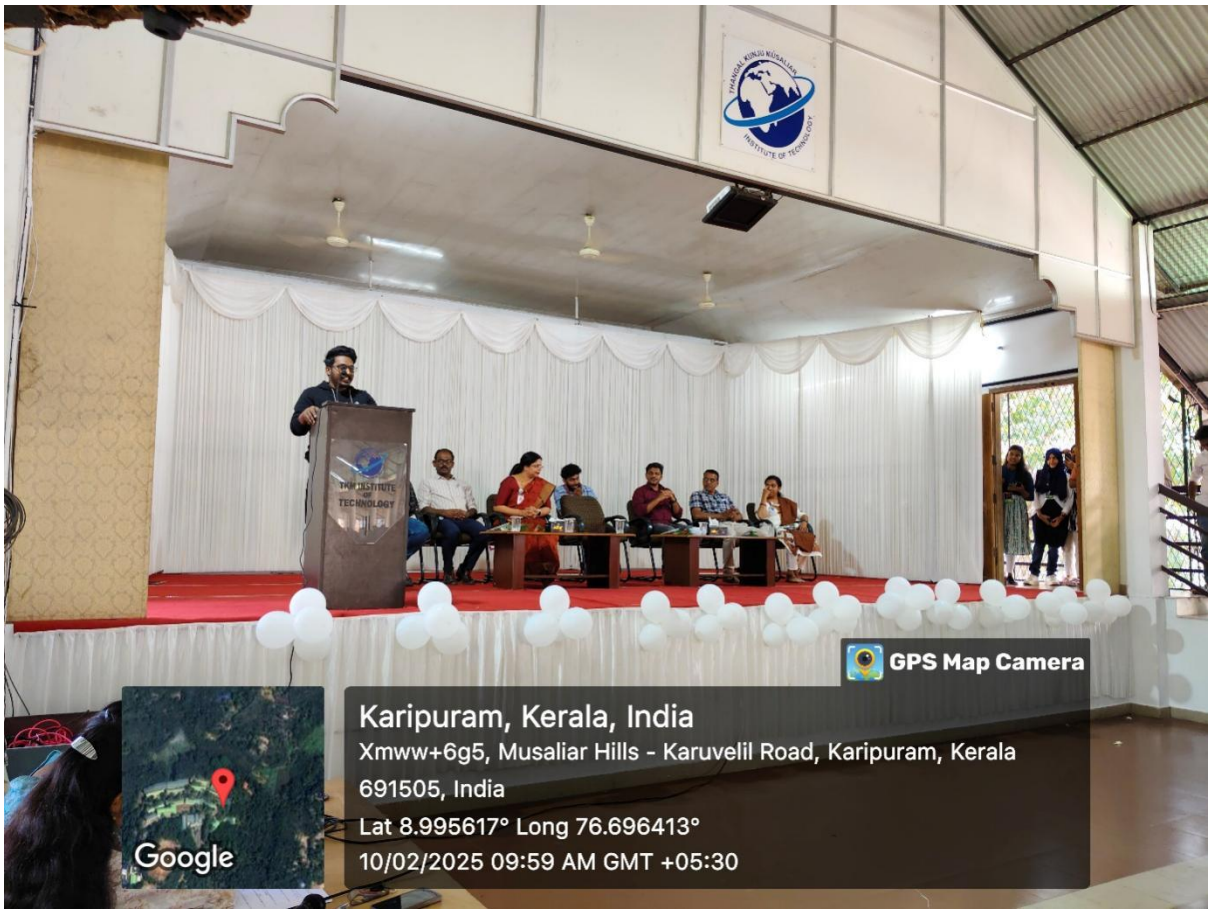
As the day progressed, the focus shifted to technical competitions, hands-on workshops, and interactive activities designed to challenge and engage participants. Various coding, robotics, and startup pitch competitions provided students with an opportunity to demonstrate their problem-solving abilities and entrepreneurial thinking. Hackathons and prototype-building challenges encouraged innovation, while business strategy contests fostered creativity in product development and financial planning.

A series of industry-driven workshops covered emerging topics such as artificial intelligence, cybersecurity, blockchain, and augmented reality, equipping students with knowledge of cutting-edge technologies. Expert-led sessions provided insights into career opportunities and

startup ecosystems, allowing participants to interact with professionals and gain clarity on industry trends.

To maintain an energetic and lively atmosphere, small games and fun activities were integrated into the schedule, including gaming tournaments, treasure hunts, and tech quizzes. These engaging events fostered teamwork, strategic thinking, and creativity, ensuring that participants remained actively involved throughout the day.

The combination of education, competition, and entertainment created an electrifying start to Insight ‘25, providing a memorable and immersive experience for all attendees. The day’s events successfully bridged the gap between technology, entrepreneurship, and entertainment, setting a strong and inspiring tone for the upcoming sessions. With an action-packed schedule ahead, the energy and enthusiasm from Day 1 established the foundation for an exciting and transformative festival, promising to leave a lasting impact on every participant.



One of the most awaited attractions was the Auto Show, which featured a breathtaking display of high-performance and modified vehicles. Enthusiasts gathered around to admire a variety of luxury cars, custom-built motorcycles, and advanced automobile technologies. The show served as an excellent opportunity for students passionate about automobile engineering, mechanics, and design to gain exposure to cutting-edge innovations in the field. The event, which ran until 1:30 PM, allowed attendees to engage with automobile experts, engineers, and industry professionals, providing valuable networking opportunities and hands-on learning experiences.



EVENTS AND WORKSHOPS

WORKSHOPS

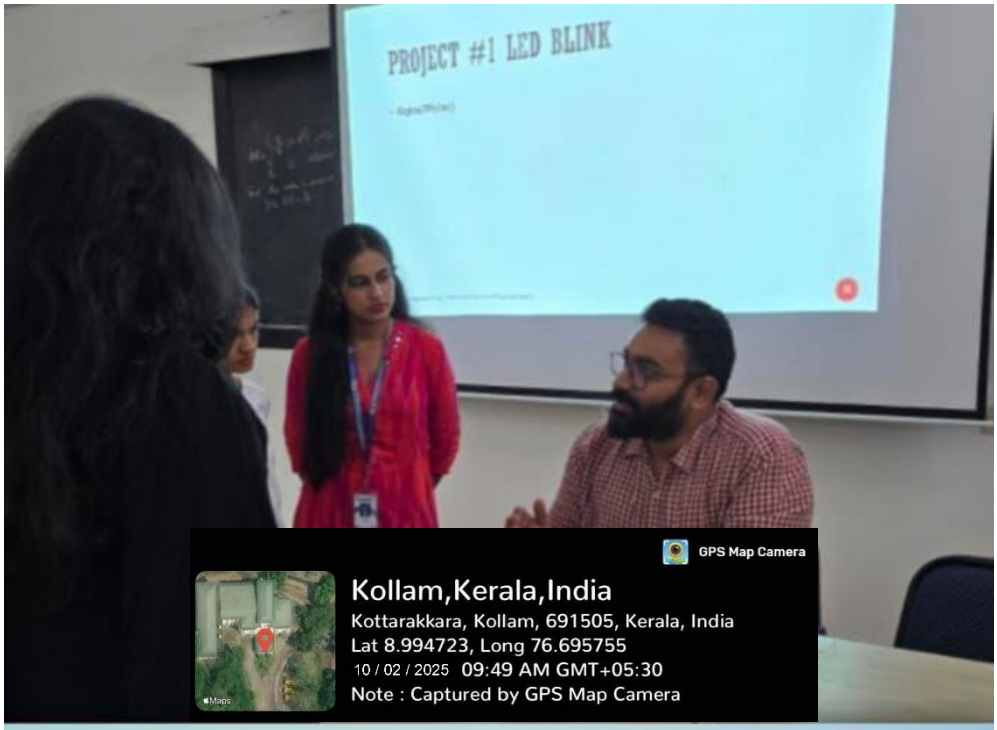
Arduino Workshop

The Arduino Workshop is set to take place on the 10th of February 2025 from 2:15 PM to 4:15 PM in the Microcontroller Lab conducted by Department of Biomedical Engineering. This session is being coordinated by Fizi and Eisha under the guidance of faculty in charge, Ms. Neethu K Sathyan. The workshop will be conducted by Mr. Suresh, an Assistant Professor from the Department of Biomedical Engineering, who brings a wealth of knowledge in embedded systems and microcontroller programming.

This workshop is designed to introduce students to the world of microcontrollers and embedded system development. The session will provide a hands-on learning experience, allowing participants to interact with Arduino boards, sensors, and basic programming techniques. Beginning with an introduction to Arduino and its capabilities, the session will then cover microcontroller architecture, interfacing with external components, and the principles of hardware-software integration. Students will be guided through the installation and setup of the Arduino Integrated Development Environment, which will serve as the foundation for writing and uploading programs to control various hardware components.

Under the instruction of Mr. Suresh, students will engage in practical exercises that explore real-world applications of Arduino-based systems. They will work on fundamental projects such as LED circuit control, sensor interfacing, and motor control mechanisms. Through these experiments, they will gain a deeper understanding of how microcontrollers interact with external devices and how they can be used in automation and robotics. The session will also introduce students to the basics of the Internet of Things, providing insight into how embedded systems are integrated into modern smart technologies.

This workshop aims to equip students with the foundational knowledge required for working with embedded systems and robotics. By the end of the session, participants will have gained the confidence to develop their own mini-projects using Arduino, applying their newly acquired skills in programming and hardware development. The experience will be invaluable for those looking to pursue careers in electronics, automation, and IoT-based technologies.



ARDUINO WORKSHOP



Dept. of Biomedical

insight

TKM Institute of Technology



VR Workshop



The Virtual Reality Workshop, scheduled for the 10th of February 2025 from 2:15 PM to 4:15 PM, will be conducted in Programming Lab 2. Coordinated by Arya and Poornima, this session will be overseen by faculty in charge, Mr. Anas A S, and conducted by IEEE SB TKMIT. This workshop will serve as an immersive introduction to Virtual Reality, offering participants a glimpse into one of the most transformative technologies shaping various industries today.

This session will provide a broad overview of VR technology, starting with the fundamental concepts of virtual environments and interactive simulations. Participants will be introduced to the hardware components that enable virtual reality, including headsets, motion tracking systems, and specialized controllers. The session will also delve into VR software, exploring tools used for creating immersive experiences and developing interactive content.

One of the key aspects of the workshop will be the practical experience it offers. Participants will have the opportunity to engage with industry-standard tools such as Unity and Unreal Engine, platforms that are widely used for VR development. They will explore how these tools are utilized to design virtual spaces, enhance user interaction, and simulate real-world environments. The session will also highlight the growing influence of VR in fields such as gaming, education, healthcare, and architecture.

IEEE SB TKMIT, the organizing body behind this session, is committed to fostering technological learning and innovation among students. With their expertise, the workshop will

provide valuable insights into how VR technology is evolving and the ways it is being integrated into various professional sectors. Attendees will not only gain a theoretical understanding of VR but also witness live demonstrations showcasing its real-world applications.

By the end of the workshop, participants will have developed a strong foundational knowledge of Virtual Reality and its capabilities. They will leave with a better understanding of how VR is shaping the future and how they can contribute to its development, whether through content creation, software development, or research in immersive technologies. This session promises to be an engaging and informative experience, opening new possibilities for students interested in cutting-edge technological advancements.

COMPETITIONS

Photography – Online

The Photography – Online competition, coordinated by Nahas and Ninalekshmi, aimed to provide participants with an opportunity to showcase their creative photography skills through an online platform. This event encouraged participants to capture stunning visuals that tell a story or evoke emotions, requiring not just technical know-how but also artistic vision. The competition was held virtually, where participants submitted their entries online, allowing for a wide range of interpretations of the theme. The faculty-in-charge, Ms. Sharon Gomez, a seasoned professional with extensive experience in photography, ensured that the event adhered to its creative guidelines and offered constructive feedback to participants. She oversaw the judging process, which was based on creativity, composition, technical precision, and overall impact of the photograph.

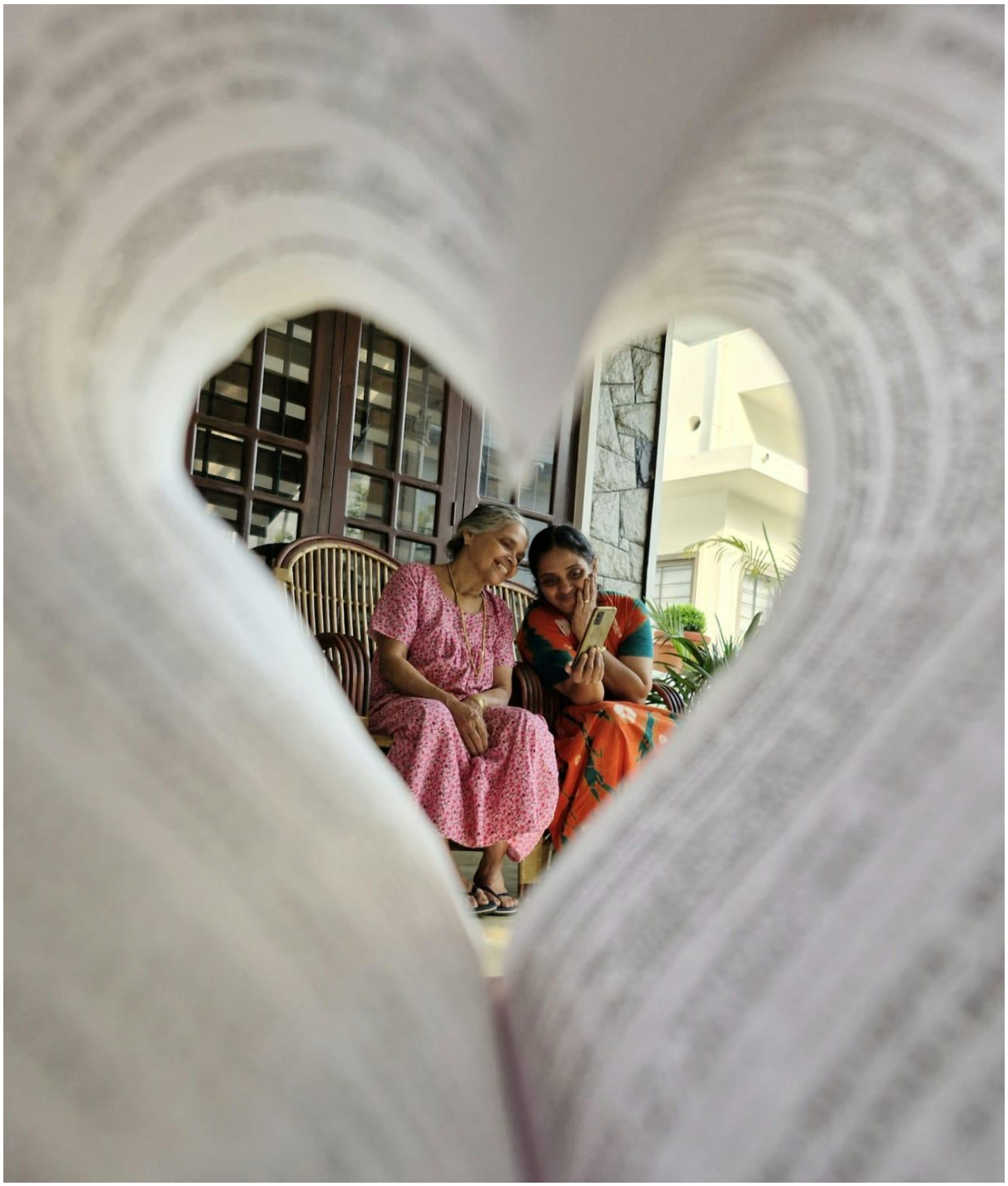
Ms. Sharon Gomez played an integral role in shaping the direction of the competition. Her background in photography and her experience as an educator allowed her to provide valuable mentorship to the participants. She offered support to those new to the craft, ensuring that all participants had the opportunity to learn and grow. Under her guidance, the competition maintained high standards of excellence and encouraged participants to explore different styles and techniques. This competition was not only a platform for showcasing talent but also a learning experience for budding photographers. Through this event, participants gained

insights into the technical and artistic aspects of photography, all while receiving feedback that would help them improve their future work.

Winners:

1st:Aeden(Aluva)

2nd: Muhammed Shefeer (Meskc Mannarkkad)



Free Fire – Online

The Free Fire – Online competition, coordinated by Nasal and Abhiram, was an exciting online gaming event. Ms. Chinnu Ravi, the faculty-in-charge, managed the logistics and ensured that the competition followed all technical and gaming guidelines. The participants tested their strategic thinking and team collaboration skills in this popular battle royale game. The competition was held entirely online, allowing participants to join from various locations, fostering a diverse and inclusive environment.

Ms. Chinnu Ravi's role in the Free Fire competition went beyond logistical support. With her keen interest in digital gaming, she ensured that the rules were clearly communicated to the participants, and that any technical issues were swiftly addressed. Her ability to handle the dynamic nature of online gaming competitions ensured that the event ran without disruptions, keeping participants engaged and excited. The event allowed players to showcase their gaming skills, but it also emphasized the importance of teamwork and strategy. Through her careful supervision, Ms. Chinnu Ravi helped create a competitive yet enjoyable environment where participants could hone their gaming abilities and have fun in the process.

Winners:

1st: Ali (TKM Institute of Technology)

2nd: Swathy



Mehndi Competition

The Mehndi Competition took place from 1:30 PM to 2:15 PM in front of the Library, coordinated by Safiya and Saliha Noushad. The event was designed to highlight the traditional art of henna design, allowing participants to express their creativity by decorating their hands with intricate patterns. The event attracted numerous participants who showcased their skills in creating beautiful and detailed mehndi designs. Ms. Thanvy N, the faculty-in-charge, played a pivotal role in ensuring the event ran smoothly by providing assistance to the participants and maintaining a structured competition environment.

Ms. Thanvy N's expertise and experience in event management were crucial to the smooth execution of the competition. She not only helped manage the logistical aspects of the event but also provided advice to participants on techniques and designs. Her support allowed the participants to focus on their creative expression, while her organizational skills ensured that the competition ran on time and in an orderly manner. Thanks to her involvement, the Mehndi Competition was a vibrant and successful event that showcased the beauty of henna art, offering participants a platform to demonstrate their artistic talents.

Winners:

1st: Jumana and Alfina

2nd: Fathima and Fidha



Coding Challenge

The Coding Challenge took place from 1:30 PM to 4:00 PM at the AI Lab, coordinated by Rijo and Fadil Conducted by Department of Computer Science and Engineering. This competition provided an opportunity for students to put their programming skills to the test by solving a series of challenging coding problems. The participants were tasked with solving problems that involved algorithms, data structures, and coding logic, all within a set time frame. Ms. Karthika S, the faculty-in-charge, was responsible for overseeing the event and ensuring the smooth running of the competition. She ensured that the environment was conducive to problem-solving and supported the participants in case of technical issues.

Ms. Karthika S's involvement in the Coding Challenge went beyond her role as a coordinator. With her background in computer science, she was able to provide valuable insights and guidance to the participants. Her strong organizational skills allowed the competition to run without any hiccups, and she ensured that the rules were clear, and that all participants adhered to them. Her careful oversight also ensured that the technical setup was flawless, providing participants with the best possible environment to showcase their skills. The event helped participants sharpen their problem-solving abilities and gain confidence in their programming expertise, thanks to the structured guidance provided by Ms. Karthika S.

Winners:

1st: Nafiz Muhammad(TKMIT)

2nd: Goutham Shankar(TKMIT)



Valorant Competition

The Valorant competition was held in the 1st Year Lab from 1:30 PM to 2:15 PM, coordinated by Vignesh and Al Ameen. This tactical first-person shooter competition brought together participants who showcased their teamwork, strategy, and in-game skills in a highly competitive environment. The event required players to team up and work collaboratively to outsmart their opponents in various rounds. Mr. Jaison Jacob Mathunny, the faculty-in-charge, played an essential role in overseeing the competition, ensuring that all technical aspects were properly managed and that the event remained fair and enjoyable for all participants.

Mr. Jaison Jacob Mathunny's leadership was crucial in managing the competitive energy of the Valorant competition. His ability to maintain a balance between competition and sportsmanship ensured that the participants were able to compete in a professional yet fun environment. He was proactive in addressing any technical issues and made sure the event adhered to the game's official rules. His knowledge of competitive gaming helped create a seamless experience for the participants, allowing them to focus on their gameplay. The Valorant competition, under his supervision, provided participants with the perfect platform to enhance their gaming skills and experience the thrill of competitive esports.

Winners:

1st: Team A – Jayadeep, Crispin, and Krishnan(TKMIT)



Face Painting

The Face Painting competition, coordinated by Archa and Selma, was held in the Men's Waiting Room from 1:30 PM to 2:15 PM. The event gave participants the chance to showcase their creativity by painting intricate designs on the faces of their models. Participants were encouraged to use a variety of colors and styles to create unique and artistic looks. Ms. Neethu Elizabeth John, the faculty-in-charge, ensured that the competition was conducted fairly and that participants had the necessary materials to complete their designs. She provided support throughout the event and ensured that the competition ran smoothly.

Ms. Neethu Elizabeth John's guidance was crucial to the success of the Face Painting competition. She made sure that participants were comfortable and had everything they needed to create their masterpieces. Additionally, her feedback and expertise in the visual arts were valuable to the participants, helping them refine their techniques and artistic concepts. Thanks to her careful oversight and leadership, the Face Painting competition not only celebrated the participants' creativity but also fostered a supportive environment where everyone could express their artistic talents freely.

Winners:

1st: Gopika(TKMIT)

2nd: Swara(TKMIT)



PES – Online

The PES – Online competition, coordinated by Nasal and Ameen, was an online gaming event that allowed participants to compete in the Pro Evolution Soccer (PES) video game. This competition, held remotely, provided a platform for students to demonstrate their skills in football tactics and game strategy. The online format made it accessible for participants from different locations, enhancing the diversity of the competition. Ms. Keerthi Krishna, the faculty-in-charge, was responsible for overseeing the event, ensuring that all technical aspects were properly handled, and guiding the participants through the competition process.

Ms. Keerthi Krishna's role in the PES – Online competition went beyond logistical management. With her background in digital event coordination, she was able to address any technical issues that arose during the competition. Her leadership ensured that the event ran without interruptions and that participants adhered to the rules. She communicated the guidelines clearly to the participants and ensured that everyone had an equal chance to showcase their football gaming skills. The PES – Online competition provided an engaging and enjoyable experience for all participants, thanks to Ms. Keerthi Krishna's effective leadership.

Winners:

1st: Al Soofiyan(TKMIT)

2nd: Ajmal



Flip Talk

The Flip Talk event, held at the A Block Seminar Hall from 1:30 PM to 2:15 PM, was designed to challenge participants' public speaking and quick-thinking abilities. Coordinated by Gayathri and Hamna, this event required participants to speak on a variety of topics with little to no preparation time. The objective was to test participants' ability to communicate clearly and effectively under pressure. Ms. Parvathy Raj, the faculty-in-charge, played an important role in ensuring the event ran smoothly. She oversaw the event's organization, ensured the time constraints were respected, and provided guidance to the participants when necessary.

Ms. Parvathy Raj's involvement in the Flip Talk event was critical to its success. With her background in public speaking and communication, she ensured that the participants were well-prepared for the impromptu speaking challenge. Her role included helping the participants with tips on speaking confidently and structuring their thoughts quickly. By overseeing the event, Ms. Parvathy Raj ensured that it was conducted fairly, keeping the participants engaged while maintaining the competitive spirit of the competition. Under her leadership, the Flip Talk event became a platform for participants to improve their speaking skills and gain confidence in their ability to present ideas on the spot.

Winners:

1st: Amjid (TKMIT)

2nd: Adhil Hameed Salim(TKMIT)

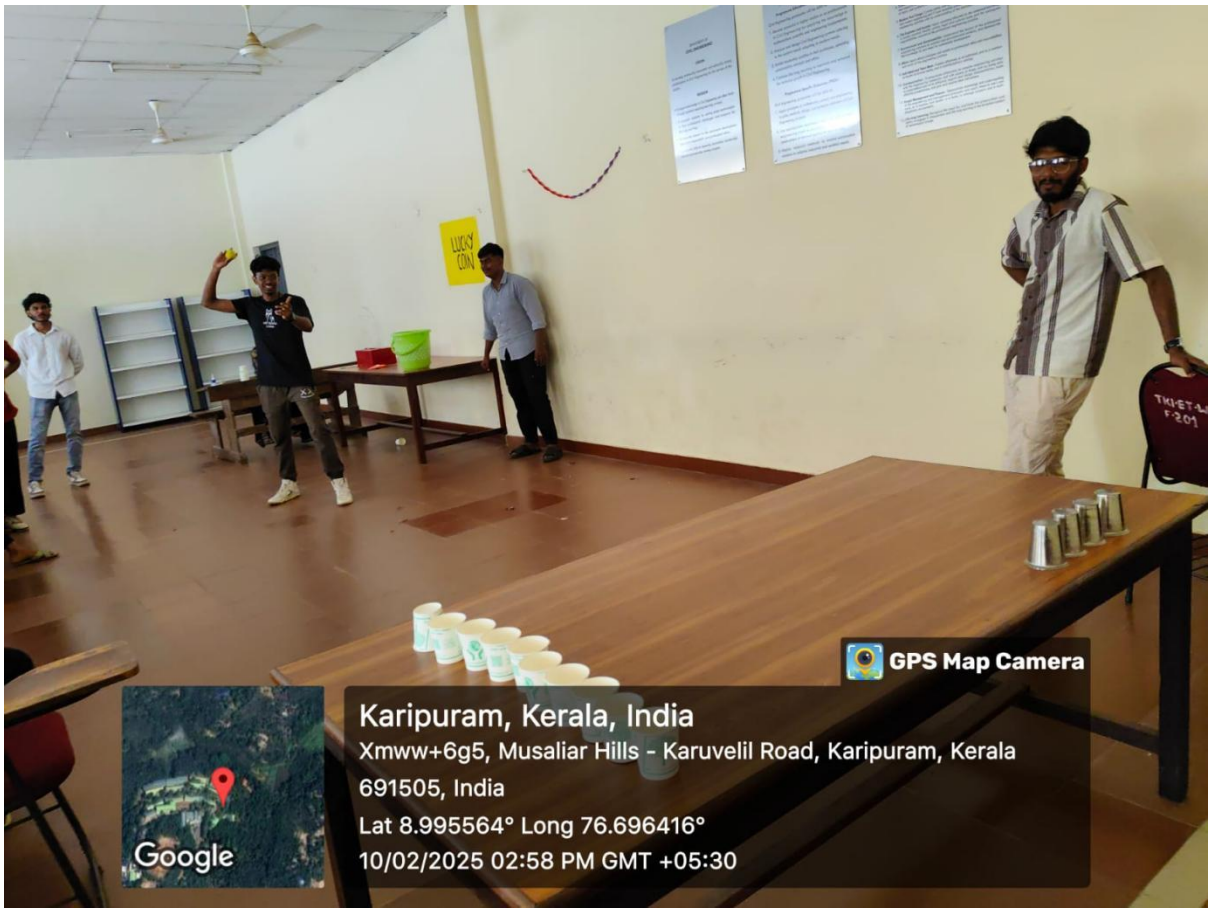




Escape Room

The Escape Room competition took place from 1:30 PM to 4:15 PM at Venue E-204. Coordinated by Dhanush, Abhiram, and Ameen, the competition provided participants with a thrilling and challenging experience. The objective was to solve puzzles, find clues, and escape the room within the time limit. Participants worked in teams, relying on their problem-solving, communication, and critical thinking skills to complete the task. Ms. Asha B S, the faculty-in-charge, oversaw the event, ensuring that all rules were followed and that the environment was conducive to a fun and engaging challenge. She also helped facilitate the problem-solving process and ensured the event was conducted smoothly and efficiently.

Ms. Asha B S's support, the Escape Room competition offered participants an opportunity to hone their teamwork and critical thinking skills in a dynamic setting, while also providing a fun and interactive experience. The event highlighted the importance of collaboration and strategic planning, fostering a sense of achievement when teams succeeded in escaping the room.



Treasure Hunt

The Treasure Hunt competition was held from 1:30 PM to 4:15 PM across the college premises, coordinated by Rizwan, Balagopal, and Rashid. This fun and interactive competition involved participants searching for hidden clues and completing various challenges across the campus. Teams had to navigate through multiple locations, solving riddles and puzzles to find the next clue and eventually reach the treasure. Ms. Binu R V, the faculty-in-charge, managed the event, overseeing the organization, the rules, and ensuring a fair and engaging experience for all participants.

Ms. Binu R V's role was crucial in ensuring the event was both exciting and organized. With her ability to manage large-scale events, she helped set up the treasure hunt and ensured that all logistics ran smoothly. Her presence helped create a balanced environment where participants could enjoy the thrill of the hunt while also facing the challenges it posed. Thanks to her leadership, the Treasure Hunt competition was an unforgettable experience, fostering teamwork, problem-solving, and creativity while providing a sense of adventure and excitement.

Food Product Development

The Food Product Development competition took place from 1:30 PM to 4:15 PM at the FT Seminar Hall. conducted by Department of Food Technology coordinated by Janvi and Lekshmi, the event challenged participants to develop innovative food products using a set of ingredients provided to them. Participants were tasked with creating a unique food item that was not only creative but also tasty and visually appealing. Ms. Nafsiya Siyad, the faculty-in-charge, provided guidance and supervision, ensuring that participants adhered to the competition rules while encouraging them to experiment with flavors and presentation.

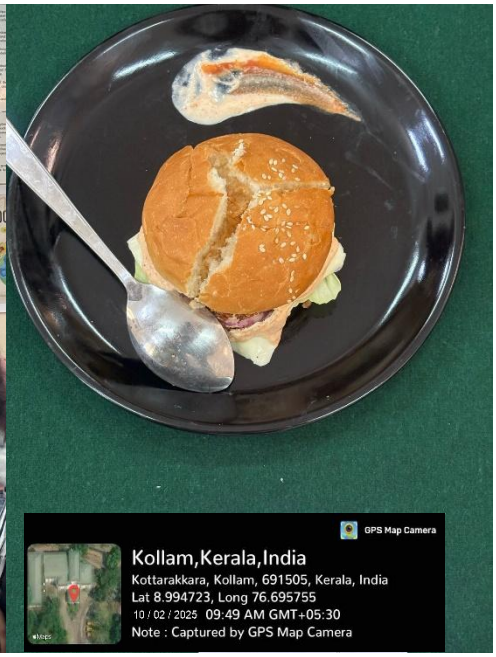
Ms. Nafsiya Siyad's role in the Food Product Development competition was crucial in guiding participants through the process of food creation. With her expertise in food science and product development, she ensured that participants followed proper food safety protocols and applied innovative techniques in their creations. Under her mentorship, the competition not only allowed participants to showcase their culinary skills but also provided them with a platform to learn about the intricacies of food development. Her leadership made the event both educational and exciting, encouraging students to think creatively while honing their practical skills in food production.

Winners:

1st: Meenakshi (TKMIT)

2nd: Athulya (TKMIT)





Food Photography

The Food Photography competition was held from 1:30 PM to 4:15 PM at Venue S-104. conducted by Department of Food Technology coordinated by Sandra and Megha , this event provided participants with an opportunity to showcase their skills in capturing the beauty and artistry of food. Participants were tasked with styling and photographing dishes to highlight their visual appeal. Dr. Chandhini P R, the faculty-in-charge, ensured that the event ran smoothly and provided valuable feedback to the participants on their photography techniques. She guided participants on how to use light, composition, and styling to enhance their food photos.

Dr. Chandhini P R's role in the Food Photography competition was essential in helping participants improve their photography skills. With her expertise in visual arts and photography, she was able to offer technical insights that helped elevate the quality of the participants' work. Her feedback was invaluable, as it allowed participants to learn how to capture food in an aesthetically pleasing way while also considering the technical aspects of photography. The competition not only challenged participants' creative skills but also allowed them to learn how to photograph food in a professional manner, making it both educational and inspiring.

Winners:

1st: Deepak Lal (BMCE SASTHAMKOTTA)

2nd: TG Anandhu (BMCE)





Sketch It

The Sketch It competition took place from 2:15 PM to 4:15 PM at the Mechanical Drawing Hall. Coordinated by Midhun and Hashim conducted by Department of Civil Engineering, the competition tested participants' skills in drawing and sketching under time constraints. Participants were given specific themes or subjects to sketch, showcasing their artistic abilities in a variety of mediums. Ms. Anju Viswan, the faculty-in-charge, played a crucial role in overseeing the event, ensuring that the competition ran on schedule and that the participants had the resources they needed to produce their best work.

Ms. Anju Viswan's involvement in the Sketch It competition ensured that the event remained fair and motivating. With her background in fine arts and her expertise in teaching artistic techniques, she was able to provide valuable guidance to the participants. Her feedback helped participants refine their skills and express their creativity more effectively. The event not only celebrated the artistic talents of the participants but also served as a platform for them to explore new drawing techniques and improve their skills. Thanks to Ms. Anju Viswan's leadership, the competition was both a creative challenge and a learning experience for all involved.

Winners:

1st: Balamani (TKMCE)

2nd: Shamziya (TKMIT)

BGMI – Online

The BGMI – Online competition, coordinated by Nasal and Abhiram, took place remotely, allowing participants to compete in the popular mobile game *Battlegrounds Mobile India*. This online event allowed participants to showcase their tactical gameplay and strategic skills in real-time battles. Mr. Jomy George, the faculty-in-charge, ensured the smooth execution of the event by overseeing the competition's rules and resolving any technical issues that arose during gameplay.

Mr. Jomy George's guidance in the BGMI – Online competition was instrumental in keeping the competition fair and organized. His technical expertise ensured that participants faced minimal disruptions during the game and adhered to the competition guidelines. He offered support when needed and ensured that participants enjoyed the competitive experience. The BGMI – Online competition allowed players to demonstrate their skills in a highly competitive

environment, and under Mr. Jomy George's supervision, it became an engaging event that offered participants an opportunity to showcase their gaming process.

Winners:

1st: Adarsh (TKM Institute of Technology)

2nd: Anandhu (TKM Institute of Technology)



Carpentry Competition

The Carpentry Competition took place from 1:30 PM to 4:15 PM at the Mechanical Workshop. Coordinated by Aadhiyan S conducted by Department of Mechanical Engineering, this competition gave participants the chance to showcase their skills in woodworking and carpentry. Participants were tasked with crafting functional or decorative items using basic tools and materials. Mr. Deepak C, the faculty-in-charge, supervised the event, ensuring that participants adhered to safety protocols and worked efficiently within the given time frame.

Mr. Deepak C's expertise in carpentry and woodworking played a crucial role in ensuring the event ran smoothly. His knowledge and experience allowed him to provide valuable guidance to participants, helping them improve their skills and efficiency. He ensured that all safety measures were followed while also encouraging participants to explore their creativity and craftsmanship. Under his supervision, the Carpentry Competition provided a platform for

participants to hone their practical skills in woodworking and craftsmanship, while also offering them an opportunity to create functional and beautiful items.

Winners:

1st: Balu (TKMIT)

2nd: Midhun MR (TKMIT)

EXPO

Hardware Expo

The Hardware Expo, conducted by the Department of Computer Science and Engineering, was held at the EEE Hardware Lab from 2:15 PM to 4:15 PM. This event showcased cutting-edge innovations in hardware engineering, allowing participants to demonstrate their creativity, problem-solving skills, and technical expertise. Attendees explored various hardware models and prototypes, gaining insights into real-world applications and technological advancements.

Ms. Soorya P, the faculty-in-charge, played a crucial role in ensuring the smooth execution of the event, providing valuable feedback and guidance that enhanced the learning experience for all participants. Coordinated by Naomi and Adhil Hameed, the expo proved to be an engaging and informative platform for aspiring engineers, fostering innovation and technical growth.



Film Show

The Film Show, held at the Edusat Theatre from 1:30 PM to 4:15 PM, featured the screening of the classic movie *Spadikam*. The event provided an immersive cinematic experience, allowing attendees to appreciate various aspects of film techniques, storytelling, and cinematography. It was an opportunity for participants to engage in meaningful discussions about the art of filmmaking and its impact on audiences.

Mr. Varun G S, the faculty-in-charge, ensured a seamless viewing experience, enhancing the post-screening discussions with his expertise in media and communication. Coordinated by Gowtham and Aaron Tom, the event was both entertaining and insightful, offering a deeper appreciation for cinema and storytelling techniques.



Biomedical Instrumentation Expo

The Biomedical Instrumentation Expo, conducted by the Department of Biomedical Engineering, took place in the Biomedical Dissection Lab from 2:15 PM to 4:15 PM. This event aimed to enhance participants' understanding of biomedical devices through hands-on activities involving the design, application, and operation of various biomedical instruments. Attendees gained practical experience in troubleshooting and utilizing biomedical equipment in a controlled environment, bridging the gap between theory and practice.

Ms. Sreekutty KD, the faculty-in-charge, provided expert guidance, facilitating in-depth discussions and problem-solving exercises. Coordinated by Safla and Trissa, the expo served as a valuable learning experience, fostering innovation and a deeper appreciation for biomedical technologies, while equipping participants with the skills required to tackle real-world biomedical challenges.


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DAY 2-(11/02/2025)

Day 2 of Insight ‘25 began with an electrifying start as the Robotic Dog Show and Dog Dance took centre stage in front of the Admin Block at 9:30 AM. The demonstration attracted a large crowd of students, faculty members, and tech enthusiasts who gathered eagerly to witness the capabilities of cutting-edge robotics. The robotic dog, designed with advanced sensors and AI algorithms, showcased a range of movements that left the audience in awe. From executing precision-based tasks to displaying lifelike reactions, the robot’s performance highlighted the remarkable progress in robotics and artificial intelligence. The demonstration included obstacle navigation, object retrieval, and synchronized movements, emphasizing the robot's agility and efficiency. The use of machine learning algorithms allowed the robotic dog to adapt to its environment dynamically, offering a glimpse into how robotics can revolutionize sectors such as healthcare, security, and rescue operations.

The most captivating part of the event was the Dog Dance, where the robotic dog performed a series of choreographed movements synchronized with upbeat music. This segment not only displayed the robot's technical prowess but also brought an element of entertainment to the demonstration. The audience was thrilled to see the robot respond seamlessly to commands, moving rhythmically to the beats while maintaining balance and precision. The lively interaction between the robotic dog and the audience created an engaging atmosphere, sparking curiosity about the future of humanoid and animal-inspired robots.

WORKSHOPS

Figma Workshop

The Figma Workshop was held on 11th February 2025 from 10:00 AM to 12:30 PM in Computing Lab 1, coordinated by Barsa Thaha and Sanjith under the guidance of Mr. Shinu Mamachan. Conducted by the Department of Computer Science, the workshop aimed to introduce participants to the fundamentals of UI/UX design using Figma, a leading web-based design tool. The session commenced with an introduction to Figma's interface, exploring its powerful features for creating interfaces, prototypes, and collaborative designs. Participants

learned about design elements, layers, and components, and were guided through the process of creating wireframes and responsive layouts. The hands-on approach encouraged participants to experiment with various design techniques, enhancing their understanding of how to structure and organize design projects efficiently.

A significant part of the workshop was dedicated to practical exercises where attendees designed a simple mobile app interface. This task helped them grasp the importance of user-centric design and the role of Figma's prototyping features in creating interactive experiences. The workshop also covered strategies for effective collaboration among design teams, including version control and sharing designs with developers. By the end of the session, participants were well-versed in using Figma to build professional-quality UI/UX designs, gaining both technical skills and insights into industry practices. The workshop proved to be both informative and inspiring for students aspiring to pursue careers in UI/UX design.

Industrial Automation Workshop

The Industrial Automation Workshop, conducted by the Department of Computer and Engineering, took place on 11th February 2025 from 10:00 AM to 12:00 PM in the AI Lab. Coordinated by Adhil B and Samson Muthalay with Ms. Shemimol B as the faculty in charge, the session aimed to provide a comprehensive understanding of automation technologies and their applications in industrial settings. The workshop began with an introduction to programmable logic controllers (PLCs), sensors, and control systems that form the backbone of modern industrial automation. Participants were introduced to real-time data monitoring and control mechanisms, gaining insights into how automation enhances efficiency, precision, and safety in manufacturing processes.

The hands-on segment was particularly engaging, allowing participants to work directly with automation kits and simulation software. They programmed PLCs for tasks such as conveyor belt control, temperature regulation, and automated sorting systems, witnessing firsthand how automation can streamline operations. The session also explored the role of SCADA systems in remotely monitoring and controlling industrial processes, emphasizing the importance of data-driven decision-making. By integrating theory with practical exercises, the workshop provided participants with valuable skills in designing and implementing automation solutions, preparing them for the growing demand for automation specialists in the industry.

AL& ML WORKSHOP

The AI & ML Workshop was held on 11th February 2025 from 10:00 AM to 4:00 PM in the Edusat Theatre, coordinated by Adul John and Asifali under the supervision of Ms. Vidhya G S. Organized by the Department of Biomedical Engineering, the workshop provided participants with a comprehensive understanding of Artificial Intelligence and Machine Learning, focusing on both theoretical principles and real-world applications. The session began with an introduction to the fundamentals of AI, exploring the differences between supervised, unsupervised, and reinforcement learning. Participants were guided through the architecture of neural networks and deep learning algorithms, with detailed explanations on how these models learn and make predictions based on data. The workshop also included discussions on the role of AI in transforming industries such as healthcare, finance, automation, and predictive maintenance, showcasing case studies that highlighted the efficiency and accuracy improvements brought about by AI systems.

A significant portion of the workshop was dedicated to hands-on practice, where participants used Python and TensorFlow to build and train machine learning models. They were introduced to key steps such as data preprocessing, feature engineering, and model evaluation, learning how to clean data, select relevant features, and optimize model performance. Practical exercises included tasks like image recognition using convolutional neural networks (CNNs), predictive analytics for financial forecasting, and sentiment analysis for natural language processing (NLP). These tasks helped participants connect theoretical concepts to practical implementations, reinforcing their understanding of AI workflows. The workshop also covered the importance of ethical AI practices, focusing on bias mitigation, data privacy, and transparency in AI models. A concluding session discussed career opportunities in AI and ML, providing guidance on certifications, projects, and research areas that participants could pursue. The immersive and well-structured nature of the workshop ensured that attendees left with a solid foundation in AI and ML, inspired to explore more advanced projects and research in these rapidly evolving fields.



Bakery Unit Workshop

The Bakery Unit Workshop was held at the Baking Unit on 11th February 2025 from 10:00 AM to 4:00 PM, coordinated by Thasbeeha and Milan, with Ms. Meghana K R as the faculty in charge. This immersive workshop was designed to provide participants with a comprehensive introduction to professional baking techniques, ingredient selection, and quality control. The session began with an overview of baking fundamentals, including the science behind ingredients like flour, yeast, sugar, and fats, and how they interact during the baking process. Participants were guided through the preparation of a variety of baked goods such as bread, cakes, cookies, and pastries, with a focus on achieving the perfect balance of texture, flavor, and appearance. Detailed instructions on temperature control, fermentation processes, and proper mixing techniques were provided to ensure consistency and high-quality outcomes.

Hygiene practices and food safety standards essential for commercial baking were also a key focus of the workshop. Participants learned about the importance of maintaining cleanliness, preventing cross-contamination, and adhering to Hazard Analysis and Critical Control Points (HACCP) guidelines. The interactive nature of the session allowed attendees to clarify their doubts and seek advice on overcoming common baking challenges such as uneven rising, dense textures, or overbrowning. In addition to mastering practical baking skills, participants explored cost-effective ingredient management, inventory control, and packaging techniques suitable for both small-scale and commercial bakeries. The workshop concluded with a tasting

session, where participants evaluated their creations based on taste, texture, and presentation, receiving feedback to refine their skills further. By the end of the workshop, attendees were well-prepared to pursue both home-based baking ventures and professional opportunities in the bakery industry, making the session an enriching and practical learning experience.



Pilot Plant Workshop

The Pilot Plant Workshop was conducted at the Pilot Plant on 11th February 2025 from 10:00 AM to 4:00 PM, coordinated by Andrea and Roshni with Ms. Santhi Somraj as the faculty in charge. This workshop provided participants with an in-depth understanding of food processing technologies and industrial-scale production techniques. The session started with an introduction to the role of pilot plants in scaling up food production, emphasizing how they bridge the gap between laboratory research and full-scale manufacturing. Participants were familiarized with key processing equipment such as pasteurizers, homogenizers, spray dryers, and extrusion machines, learning about their functions, operational settings, and maintenance.

The session also highlighted the importance of preservation methods, packaging innovations, and shelf-life extension techniques to ensure the safety and quality of processed foods.

A significant part of the workshop was dedicated to hands-on training, where participants operated industrial equipment under supervision, gaining practical insights into the impact of processing variables on product quality. They observed how factors such as temperature, pressure, and processing time influence the texture, flavor, and nutritional value of products. Detailed discussions on regulatory standards and certifications, including ISO, FSSAI, and HACCP compliance, provided participants with a clear understanding of the professional requirements and challenges in the food technology sector. The session also explored cost analysis, waste management, and energy-efficient practices essential for sustainable production. By the end of the workshop, participants had gained both theoretical knowledge and practical skills needed for potential careers in food processing, quality assurance, and product development, making the session both informative and industry-oriented.

Construction BIM Workshop

The Construction BIM Workshop was held on 11th February 2025 from 10:00 AM to 12:00 PM at the CAD Lab, coordinated by Jayakrishnan and Krishendu with Ms. Anju Viswan as the faculty in charge. Organized by the Civil Department and conducted by Arcite, the workshop provided participants with a comprehensive introduction to Building Information Modeling (BIM) and its applications in the construction industry. The session began with an overview of BIM's role in enhancing project efficiency and accuracy by creating integrated digital representations of buildings. Participants learned how BIM facilitates effective collaboration among architects, engineers, and contractors by providing a centralized platform for data sharing and decision-making. The workshop covered essential concepts such as 3D modeling, clash detection, and project visualization using Autodesk Revit, showcasing how these tools streamline the design and construction processes.

A significant part of the workshop was dedicated to hands-on exercises, where participants engaged in creating and analyzing BIM models. They learned to extract quantities, generate cost estimates, and simulate construction schedules, gaining insights into cost management and resource optimization. Detailed explanations on BIM standards, certifications, and workflows provided a clear understanding of the professional requirements and challenges in construction management. The session also highlighted the importance of sustainability and energy-efficient

designs in modern construction projects. Participants explored 4D and 5D BIM capabilities, which integrate time and cost data into BIM models, enhancing project planning and monitoring. By the end of the workshop, attendees were well-prepared to explore advanced roles in construction management, project planning, and BIM coordination, making the session a valuable stepping stone for civil engineering students aspiring to leverage BIM technologies.



Drone Workshop

The Drone Workshop was held on 11th February 2025 from 5:00 PM to 6:00 PM in the BM Seminar Hall, coordinated by Gayathri and Faaiz, with Mr. Sanooj P as the faculty in charge. Conducted by Drone Imagination, the workshop provided an insightful introduction to the fundamentals of drone technology, flight mechanics, and regulatory guidelines for drone operation. The session began with an explanation of drone components, including propulsion systems, flight controllers, sensors, and cameras, and how they work together to achieve stable and controlled flights. Participants learned about the different types of drones such as fixed-

wing, rotary-wing, and hybrid drones, and their specific applications in fields like aerial photography, surveillance, disaster management, and precision agriculture.

The workshop's highlight was the live demonstration, where participants observed flight maneuvers, obstacle navigation, and payload management in action. The instructors explained flight dynamics, stability control, and GPS-based navigation, allowing attendees to understand the complexities of drone piloting. The session also included discussions on drone regulations, licensing requirements, and safety protocols mandated by aviation authorities to ensure responsible and compliant drone usage. Participants were introduced to mission planning software and basic coding for autonomous flight paths, enhancing their understanding of how drones can be programmed for specific tasks. The workshop concluded with a session on career opportunities in drone technology, covering roles in aerial surveying, drone data analysis, and drone-based logistics, inspiring participants to explore further learning and professional paths in this rapidly growing field. The practical insights and comprehensive coverage of drone technology ensured that participants left with a solid foundation and enthusiasm for pursuing careers in aerospace, remote sensing, and automation.

COMPETITIONS

Tech Quiz

The Tech Quiz was held in the classroom from 10:00 AM to 12:00 PM, organized by coordinators Archa and Ajin, with Mr. Sanooj serving as the faculty in charge. This event aimed to test participants' knowledge in technology-related fields such as software, hardware, cybersecurity, and emerging technologies. The competition began with a preliminary written

round that tested basic concepts, followed by more challenging rounds involving multiple-choice questions, scenario-based challenges, and rapid-fire rounds. The quiz not only assessed participants' knowledge but also their ability to think quickly and handle pressure under timed conditions. The intensity of the quiz made it a thrilling experience for both participants and the audience.

The final round featured some high-level questions about artificial intelligence, blockchain, and the latest advancements in the tech world, pushing the contestants to dig deep into their knowledge. The atmosphere was filled with excitement as the audience eagerly followed the action. Amina emerged victorious, securing the first place with her precise and accurate answers. Jaydeep’s impressive strategic responses earned him the second spot. The event concluded with a prize distribution ceremony, where the winners were celebrated for their expertise and quick thinking.

Winners:

- 1st: Amina (TKMIT)
- 2nd: Jaydeep (TKMIT)

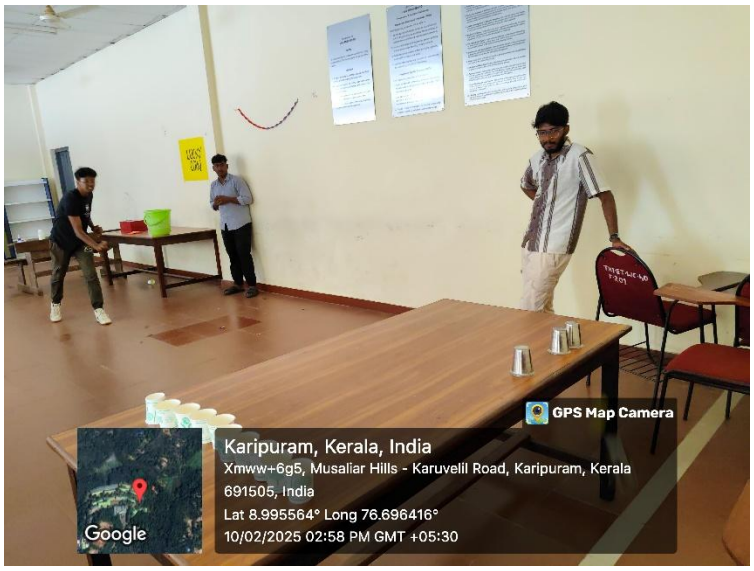
Escape Room

The Escape Room event took place in E-210 from 1:00 PM to 3:00 PM, with Dhanush, Abhiram, and Ameen coordinating the event and Ms. Asha B S overseeing the logistics. The room was filled with a series of cryptic puzzles, hidden clues, and locked doors, all designed to test participants' problem-solving abilities and teamwork. The event challenged participants to decode clues within a 30-minute time limit to escape the room. The atmosphere was charged with excitement as teams scrambled to find and decode the clues, working together to unlock the mystery. Each theme, whether it was a haunted library or a futuristic lab, presented unique challenges that required a combination of logical thinking and creative problem-solving.

Unfortunately, despite their best efforts, no team managed to escape within the allotted time. The difficulty level of the puzzles and the need for precise teamwork made the task incredibly challenging. The coordinators received praise for designing such an intricate and engaging experience that had everyone on edge. Though no winners emerged, the event was still a

memorable experience, with participants eager to return for another attempt at cracking the code.

Winners: None





Idea Pitching

The Idea Pitching event was held at Edusat, where participants had the opportunity to present their innovative ideas to a panel of judges. Coordinated by Athifa and Thasleema, with Ms. Asha George in charge, the event aimed to highlight creativity, feasibility, and the potential impact of the ideas presented. Participants were tasked with presenting solutions to real-world problems, ranging from technology to social issues. The event required the participants to not only pitch their ideas effectively but also address questions from the judges, showcasing their ability to think on their feet and adapt to feedback. The presentation format allowed teams to demonstrate their communication skills and their ability to make a compelling case for their ideas.

The 1st place was awarded to Selma and Team from Saintgits College of Engineering, who pitched an innovative solution for sustainable leather production. Their proposal was well-researched and aligned with current trends in sustainability, making it an impactful and timely idea. Nanda and Team from UKF College of Engineering secured 2nd place with their idea, “FemAura,” a concept designed to empower women and ensure their safety, which was also well-received by the judges for its social relevance and practicality.

Winners:

- 1st: Selma and Team (Saintgits College of Engineering) – Topic: Innovative Sustainable Leather Solution
- 2nd: Nanda and Team (UKF College of Engineering) – Topic: FemAura Empowering Women & Ensuring Safety



Ludo

The Ludo event took place online, allowing participants to compete in this classic board game from the comfort of their homes. Coordinated by Imran and Rabia, with Ms. Jisha B S in charge, the competition was designed to test participants' strategic thinking and decision-making skills in a casual, yet competitive setting. Ludo, a game that often brings out the playful spirit in participants, became the perfect backdrop for this online event, as players faced off against each other in a series of matches. The event was a fun, lighthearted competition that allowed participants to showcase their ability to strategize and outsmart their opponents in a friendly environment.

The final rounds were highly competitive, with Nazni Shah from TKMIT emerging victorious as the 1st place winner, and Imran from TKMIT claiming 2nd place. Their strategies and quick

thinking led them through the online matches, keeping the audience engaged and entertained throughout the event.

Winners:

- 1st: Nazni Shah (TKMIT)
- 2nd: Imran (TKMIT)

Chess

Held in G-105, the Chess competition provided an intense and strategic atmosphere where participants displayed their intellectual prowess. Coordinated by Haroon and Johana, with Dr. Rahul Krishna B in charge, this event attracted chess enthusiasts eager to demonstrate their ability to think several moves ahead. The competition was structured in a series of rounds, with each participant facing off against another in a test of strategy, patience, and foresight. The event was designed to push players to think critically and adapt to their opponents' moves in real-time, making it both challenging and exciting for all involved.

After a series of intense games, Muhammed Amaan from TKMIT claimed 1st place, impressing everyone with his sharp tactics and strategic play. Krishnan, also from TKMIT, secured 2nd place, showing great skill and determination throughout the matches. Both players demonstrated exceptional chess strategies, making the competition a memorable one for all participants.

Winners:

- 1st: Muhammed Amaan (TKMIT)
- 2nd: Krishnan (TKMIT)

Tech Debate

The Tech Debate was held in B-104, and it was an exciting event where participants engaged in thought-provoking discussions about technology's impact on society. Coordinated by Adhil B and Devanandhana, with Ms. Deepthi Sudhakaran as the faculty in charge, the debate brought together teams that argued various perspectives on cutting-edge technological topics. The participants were required to present well-researched arguments, refute opposing points of

view, and engage in a spirited exchange of ideas. The event not only tested participants' knowledge of technology but also their public speaking, persuasion, and critical thinking skills.

The final round of debates was heated, with teams presenting compelling arguments about topics ranging from artificial intelligence ethics to the role of technology in education. Amjith and Team from TKMIT claimed the 1st place for their insightful arguments and effective delivery, winning over the judges with their depth of knowledge and persuasive skills. The event was a great success, showcasing the participants' passion for technology and debate.

Winners:

- 1st: Amjith and Team (TKMIT)



Project Expo (School)

The Project Expo (School) was held in the Auditorium, where students from various schools showcased their innovative projects. Coordinated by Gayathri and Faaiz, with Mr. Sanooj P in charge, the event served as a platform for young minds to present their research and innovative ideas. The projects covered a wide range of topics, including science, technology, and social issues, with each one reflecting the students’ creativity and problem-solving abilities. The

projects were evaluated by a panel of judges, including Mr. Ajesh (Professor, Department of Computer Science Engineering), Mr. Ansarsha (Department of Civil Engineering), and Mrs. Santhi (Department of Food Technology).

The 1st place in the school-level expo was awarded to SNSM Higher Secondary School, whose project stood out for its originality, practical application, and innovative approach to solving real-world problems. The event successfully encouraged students to think critically and presented an opportunity for them to demonstrate their talents to a wider audience.

Winners:

- 1st: SNSM Higher Secondary School

BM Quiz

The BM Quiz was a dynamic and competitive event that attracted participants eager to test their knowledge on various business management topics. Held in the classroom, the quiz challenged participants with questions covering areas such as marketing strategies, financial management, and entrepreneurship. The event was structured into multiple rounds, each focusing on different aspects of business management, pushing participants to demonstrate their problem-solving and analytical abilities. The quiz had a fast-paced format, with some rounds demanding quick answers and others requiring more thoughtful responses.

Participants were judged not only on their accuracy but also on their speed and ability to collaborate as a team during the group rounds. Tension ran high as the final round approached, with the top teams vying for the winning spot. In the end, the participants who exhibited in-depth knowledge of business concepts and managed to stay calm under pressure emerged as winners. The quiz provided an excellent learning opportunity and a chance to engage in friendly competition.

Winners:

- 1st: Roufus (TKMIT)
- 2nd: Eisha (TKMIT)



Content Video Making

The Content Video Making event was an exciting opportunity for participants to showcase their creativity and technical skills in video production. Conducted online, the competition required participants to create engaging and informative videos on a variety of topics, using any resources at their disposal. The event encouraged participants to think outside the box, focusing on not just the content but also the presentation, editing, and overall production quality. Videos ranged from tutorials and product reviews to skits and social issues discussions, with each video showcasing unique ideas and approaches.

The judging criteria included creativity, engagement, and the overall impact of the video. The event gave participants the chance to experiment with different video-making techniques and tools, while also honing their communication skills. The winners were those who created videos that captured attention, conveyed their message effectively, and demonstrated high levels of creativity and production quality.

Winners:

- 1st: Akash (TKMIT)
- 2nd: Naveenth (TKMIT)

Project Expo (College)

The Project Expo (College) was held in the Auditorium, showcasing college-level projects that demonstrated the creativity and problem-solving abilities of students. The event was coordinated by Gayathri and Faaiz, with Mr. Sanooj P serving as the faculty in charge. Students from various colleges displayed their projects, which addressed real-world issues through innovative solutions. The projects were judged by an esteemed panel including Mr. Ajesh (Professor, Department of Computer Science Engineering), Mr. Ansarsha (Department of Civil Engineering), and Mrs. Santhi (Department of Food Technology), who evaluated the projects on originality, feasibility, and potential impact. The judges had a tough time narrowing down the winners, given the high quality of the submissions.

The event provided a platform for students to showcase their technical expertise, with the 1st place awarded to Amal Das and Team from ACE College for their outstanding project. Jayakrishnan and Team from TKMIT secured 2nd place, impressing the judges with their practical approach to solving contemporary problems. This event was a highlight for those interested in innovation and research, allowing students to share their projects with a large audience of peers and faculty.Time is 10:00 AM - 12:00 PM

Winners:

- 1st: Amal Das and Team (ACE College)
- 2nd: Jayakrishnan and Team (TKMIT)



Shooting Games

The Shooting Games event took place in the Recreation Room, where participants tested their aim and reflexes in various virtual shooting games. Coordinated by Ejas, with Mr. Sanooj P as the faculty in charge, the event was an engaging competition where players competed to achieve the highest scores. Participants had to navigate through different levels of shooting challenges, aiming at targets with precision and speed. The excitement was palpable, with players and spectators cheering each other on as the competition progressed.

The event was fast-paced and thrilling, drawing attention from those who enjoyed both gaming and friendly competition. The best performers advanced to the final stages, where they faced off for the top prizes. It was a fun and energetic experience, and participants showcased their skills in an enjoyable atmosphere.

Ideathon

The Ideathon was held in the CS Seminar Hall, offering participants the opportunity to present innovative ideas that addressed real-world challenges. Coordinated by Sony and Sruthi, with Ms. Ansiya S as the faculty in charge, this event encouraged participants to think creatively and propose practical solutions to contemporary issues in various sectors, such as technology, sustainability, and social impact. Teams were given time to pitch their ideas, focusing on feasibility, impact, and innovation. The event was intellectually stimulating, with each team presenting ideas that were well-thought-out and socially conscious.

The event's collaborative nature fostered creativity, with participants coming up with fresh solutions to pressing global issues. SNSM Higher Secondary School took home the 1st place for their innovative and socially impactful solution, which impressed the judges with its potential for creating positive change.Time is from 10:00 AM - 4:00 PM

Winners:

- 1st: SNSM Higher Secondary School

EXPO

Robotic Dog

The Robotic Dog demonstration, held at the College Premises, showcased the cutting-edge capabilities of robotics in a fun and engaging way. Coordinated by Nikhil and Goutham, with Mr. Sanooj P as the faculty in charge, this event allowed participants to experience firsthand

how robotics can be integrated into everyday life. The robotic dog demonstrated various functions, such as responding to commands, navigating through obstacles, and performing specific tasks autonomously. This demonstration not only highlighted the advanced technology behind robotics but also inspired attendees to explore how such innovations could be applied in various fields, from automation to service industries.

The event attracted both students and faculty alike, creating an interactive atmosphere as participants observed and interacted with the robotic dog. As a tech demonstration, it sparked curiosity and discussion about the future of robotics, leaving everyone with a greater appreciation for how such intelligent machines can potentially revolutionize industries and daily life.

Time: 11:00 AM - 1:00 PM



Drone and RC Show

Held at the College Auditorium & College Ground, the Drone and RC Show was a captivating display of aerial and remote-controlled technology. Coordinated by Nahas and Safiya, with Mr. Sanooj P as the faculty in charge, this event featured a series of impressive drone maneuvers and remote-controlled vehicle stunts. Drones took to the skies, performing synchronized flights and intricate tricks that demonstrated the precision and skill of their operators. Meanwhile, the RC vehicles raced on the ground, showcasing their speed and agility in a series of exciting challenges.

The event was a major hit, drawing both technical enthusiasts and spectators who were fascinated by the capabilities of drones and RC vehicles. This demonstration was particularly inspiring for students interested in unmanned aerial systems (UAS) and robotics, as it

highlighted the practical applications of these technologies in fields such as surveillance, mapping, and entertainment.

Time: 1:30 PM - 3:30 PM





Rocket Propulsion

The Rocket Propulsion demonstration, held at the College Ground, was an exhilarating showcase of the principles behind rocket science. Coordinated by Nahas and Safiya, with Mr. Sanooj P as the faculty in charge, the event involved the launch of model rockets, illustrating the basics of propulsion, aerodynamics, and the physics of flight. Participants were able to watch in awe as the rockets soared into the air, demonstrating the impressive force and technology behind rocket propulsion.

This demonstration not only captivated the audience but also sparked interest in aerospace engineering and the sciences behind space exploration. Students were encouraged to delve

deeper into the mechanics of rockets and how they can be applied to various engineering fields, including aeronautics and space technology.

Time: 3:30 PM - 5:00 PM



VR Expo

The VR Expo, held at the College Premises, was an immersive experience that took participants into the world of virtual reality. Coordinated by Nahas and Safiya, with Mr. Sanooj P as the faculty in charge, the event allowed students and visitors to explore virtual worlds using VR headsets, providing a glimpse into the potential of immersive technology in gaming, education, and even medical training. The VR demos ranged from interactive games to simulated environments that showcased how virtual reality can be used to enhance various industries.

The VR Expo was highly engaging, as attendees got to experience firsthand the immersive nature of virtual reality technology. This demonstration was particularly educational for students interested in gaming, simulation, and virtual environments, sparking ideas about how VR could be utilized for both entertainment and practical applications in future careers.

Time: 11:00 AM - 1:00 PM



Robotic Events

Held at the Mechanical Department, the Robotic Events demonstrated the dynamic applications of robotics in various fields. Coordinated by Vignesh and Al Ameen, with Mr. Sanooj P as the faculty in charge, the events included a variety of robotic challenges that tested the abilities of robots to perform specific tasks, ranging from picking objects to navigating through obstacle courses. Students had the chance to interact with the robots, learning about their design, programming, and functionality.

This event was a great opportunity for both college and school students to engage with robotic technology and gain insights into its real-world applications. Attendees observed robots in action, deepening their understanding of how robotics is integrated into industries like manufacturing, healthcare, and logistics.

Time: 1:30 PM - 3:00 PM

Robo Race

The Robo Race, held in the Mechanical Department, was a thrilling competition where robots raced against each other, navigating through an obstacle-filled track. Coordinated by Vignesh and Al Ameen, with Mr. Sanooj P as the faculty in charge, this event tested the speed, precision, and programming of robots, as they raced to complete the course in the shortest time possible. The competition was intense, with teams strategizing and refining their robots to gain an edge in the race.

The Robo Race was a favorite among attendees, especially for school students, who found the combination of technology and excitement truly inspiring. It served as a great introduction to robotics, allowing participants to appreciate the intricacies of designing robots capable of executing fast-paced tasks.

Time: 3:00 PM - 4:30 PM

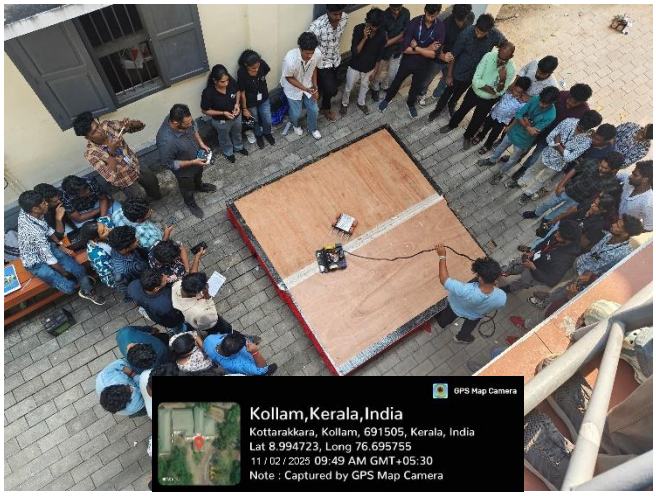


Robo War (8KG)

The Robo War (8KG) event, also held at the Mechanical Department, was a fierce competition where robots weighing up to 8 kilograms battled each other in a controlled arena. Coordinated by Vignesh and Al Ameen, with Mr. Sanooj P as the faculty in charge, this event required robots to engage in physical combat, attempting to disable each other using various strategies and mechanisms. The robots were equipped with arms, shields, and other tools to fight in a thrilling display of engineering and robotics.

This high-energy event drew large crowds, with both college and school students cheering for their favorite robots. The Robo War demonstrated the advanced capabilities of modern robotics, inspiring participants to explore the various design and engineering principles involved in building robots capable of physical interaction and combat.

Time: 4:30 PM - 6:00 PM



Hardware Expo

The Hardware Expo, conducted by the Department of Computer Science and Engineering, was hosted in the EEE Hardware Lab from 11:00 AM to 4:15 PM. This event provided a platform for students to showcase their innovations in hardware engineering. Attendees had the opportunity to explore various hardware models, prototypes, and devices, learning about their practical applications in real-world scenarios. The expo offered students the chance to demonstrate their creativity and problem-solving skills, highlighting the impact of hardware innovations on technology and society. Coordinated by Naomi and Adhil Hameed, the expo was a valuable experience for aspiring engineers and technologists.

Time: 11:00 AM - 4:15 PM



Biomedical Instrumentation Expo

Held in the Biomedical Dissection Lab, the Biomedical Instrumentation Expo aimed to deepen participants' understanding of biomedical devices through hands-on activities. Coordinated by Safla and Trissa, with Ms. Sreekutty KD as the faculty in charge, the event allowed attendees to explore the design, application, and operation of various biomedical instruments. Students were given the opportunity to troubleshoot and work with biomedical equipment, enhancing their practical knowledge and bridging the gap between theory and real-world applications.

This expo provided a unique learning experience, especially for those interested in biomedical engineering, offering insights into the technologies that are shaping healthcare and medical research.

Time: 11:00 AM - 4:15 PM

These expos were accessible not only for college students but also for school students, providing them with an exciting opportunity to engage with advanced technologies and explore various engineering disciplines in a hands-on and interactive way.

